



**YOUR LEAGUES'
MOST VALUABLE PLAYER.
LEAGUEMASTER—FOR FAST ACCURATE RECORDS.**

NOW LEAGUE PLAY CAN BE MORE PROFITABLE THAN EVER.

LeagueMaster™ is the remarkable new computer that can transform a tedious chore into a profitable operation—from the very beginning. With LeagueMaster, you can make league record keeping more efficient, faster, and more accurate. And best of all, LeagueMaster will produce a profit for your bowling center.

BOTTOM LINE BENEFITS.

How can LeagueMaster work for you? First, by charging each player a nominal fee for recordkeeping, you can underwrite the entire cost of your computer. Each week, your league secretaries will have all the information they need, for a fraction of the cost of an outside service, and in a fraction of the time.

BOWLING CENTER MONTHLY PROFIT POTENTIAL

Charge in \$	Bowlers/ Week				
	1,500	2,000	2,500	3,000	3,500
.20	36	339	642	946	1,249
.25	361	772	1,184	1,596	2,007
.30	686	1,206	1,726	2,246	2,766
.35	1,011	1,639	2,267	2,896	3,524

Charge in \$	4,000	4,500	5,000	5,500	6,000
.20	1,552	1,856	2,159	2,462	2,766
.25	2,419	2,831	3,242	3,654	4,066
.30	3,286	3,806	4,326	4,845	5,365
.35	4,152	4,780	5,409	6,037	6,665

All necessary costs for operation, maintenance and leasing have been deducted, leaving you with pure profits.

But the real financial rewards of LeagueMaster begin when you use the special capacities designed for bowling center owners. Because of its unique technology, this computer can provide the information you need to make your center run more productively. LeagueMaster can help you create new leagues, special events and promotions—all from information it has already stored. And it can help you protect expenses and revenues, so you can look at your potential profit before you decide to make expensive changes. Take a look at the monthly profit chart and you'll see just why you can't afford to run your center without LeagueMaster.

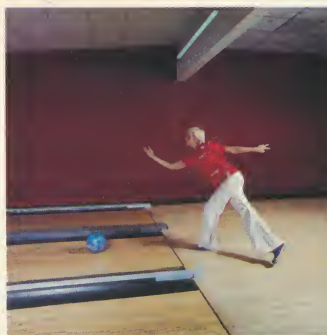
THE LATEST TECHNOLOGY MAKES IT EASY.

Applied Data Communications has manufactured the latest equipment, programmed it to meet your needs, and created a system that puts you, the bowling proprietor, in complete control.



Unlike other computer systems, LeagueMaster keeps all league records on a single disk. Instead of a stack of small floppy disks that need to be changed for each league, LeagueMaster keeps all its information in one place.

With this advanced system, you can mix and match information from all your leagues. You can start a new league to fill an empty slot on Tuesday afternoons. Schedule a special event for all bowlers with averages above 180. Find substitutes immediately. Even calcu-



late possible revenues and overhead expenses when you start a new league. The list of possibilities is as large as your imagination—and it's all yours with LeagueMaster.

IT'S SIMPLE TO USE.

LeagueMaster keeps records exactly the way they've always been kept—only faster and more accurately. You use the same forms and procedures and get even better results.

A representative from our company will explain, in detail, just how LeagueMaster is used. But it's really quite simple. It takes only a few hours of training to learn to operate LeagueMaster.

The system takes you through each procedure, step-by-step, and even helps to keep you from making errors. Take, for example, the League Information Sheet. It appears just as you see it here, on the screen, while you are putting in the information. As you finish each answer, the system automatically moves to the next question. This information is then entered directly into the computer where it is saved for future use.

There is also a similar form which asks for specific information on each bowler. It, too, is simple to fill out.

Another important and commonly used form is the League Standing Sheet. This form provides all the necessary statistics for every team in the league. Automatically. And accurately every time.

Your scoresheet, as shown here, is pre-printed with each team member's statistics. Up-to-date and accurate. All that needs to be done is for the team captain to fill in the scores after each game. What could be easier or more convenient?

Information is put into the computer by using the terminal keyboard, just like you would use a typewriter. When each week's scores are entered,

LEAGUE INFORMATION SHEET

LEAGUE NAME: ALLEY GATERS
LEAGUE PRESIDENT: ALLEN DAVIDSON
LEAGUE SECRETARY: SUSAN BRADSHAW
STARTING DATE (MM/DD/YY): 9/14/79
DAY OF WEEK: THUR
ZERO GAMES AT SPLIT ? (Y/N): Y
NUMBER OF WEEKS REQUIRED FOR AWARD ELIGIBILITY: 24
NUMBER OF WEEKS IN SEASON: 36
NUMBER OF TEAMS IN LEAGUE: 12
TEAM STANDINGS CALCULATED BY WIN/LOSS PERCENTAGE OR POINTS WON (%/P): P
NUMBER OF GAMES DURING PREVIOUS SEASONS AVERAGE: 3
VACANCY: 1
IF VACANCY EXISTS: 120
ESS: 10 PINS OR AVERAGE TIMES (%):
WIN GAME: 1
WIN TOTAL PINS: 1

SANCTION NUMBER: 38-345-079
PHONE: (714) 731-9000
PHONE: (714) 547-6954
TIME OF DAY (HH:MM AM/PM): 9:10 PM
NUMBER OF SPLITS: 2
ZERO PINS AT SPLIT ? (Y/N): N
NUMBER OF GAMES PER SESSION: 3
NUMBER OF BOWLERS PER TEAM: 4

LEAGUE MASTER
LEAGUE STANDING SHEET

BOWL: DEMO LANES
LEAGUE: ALLEY GATERS
SECRETARY: NANCY MAINS
SECT. PHONE: (714) 547-6954

DAY: THURSDAY
TIME: 9:10 PM
AS OF: 11-29-79
WEEK 32 OF 36

TEAM STANDINGS

POS	TEAM	WON	LOST	T.P.	OMS	FW	AVG	HCP	H.T.G.
1	11 BROWNIES BOARDS	27	13	27653	30	90	921	151	1012
2	2 HERTZ	24	16	27254	30	80	908	155	1052
3	5 RED STEER	23	17	27523	30	77	917	148	1037
4	9 YELLOW CAB	22.5	17.5	27721	30	73	902	132	971
5	7 BAIERS	21	19	26911	30	68	915	148	990
6	6 HOLDER MACHINE	20.5	19.5	27477	30	63	900	168	102
7	12 MED SQUAD	19	21	27014	30	60	913	156	102
8	1 FRITO LAY	18	22	27393	30	53	902	197	97
9	1 HANNY TRUCKING	16	24	27083	30	53	901	198	97
10	4 ELLIOTS	16	24	27033	30	37	899	208	97
11	3 DECKERS	16	24	26973	30	37	899	208	97
12	8 MON ROC	11	29	26973	30	37	899	208	97

HIGH SCORES SEASON

TEAM	MEN	WOMEN
(1) 905 YELLOW CAB	244 JOE SANDOVAL	234 NANCY
(2) 904 RED STEER	238 JOHN GARDNER	221 SUSAN
(3) 896 HERTZ	223 BILL WILLIAMS	218 KAT
(1) 1052 RED STEER	265 HERSHAL HANDY	254 SH
(2) 1051 HERTZ	263 JOHN GARDNER	248 AM
(3) 1037 YELLOW CAB	255 JOE SANDOVAL	236 NA
(1) 2467 HOLDER MACHINE	606 JOHN GARDNER	540 B
(2) 2467 BROWNIES BOARDS	588 CHUCK MORRISSEY	489 SH
(3) 2467 BROWNIES BOARDS	584 BILL OTT	452 AMBER SCHULZ
(1) 2467 BROWNIES BOARDS	608 JUDY BECK	540 B
(2) 2467 BROWNIES BOARDS	584 SANDY HARRIS	489 SH
(3) 2467 BROWNIES BOARDS	584 SANDY HARRIS	452 AMBER SCHULZ

BOWLING CENTER COPY
BOWLING BOWL-ERO
CENTER

WEEK NO. 20
LEAGUE NUMBER 123
DATE 11/18/79
LAME 23
HOCP 23

TEAM	TEAM NAME	WEEK NUMBER 1	AVG	GAME 1	GAME 2	GAME 3	GAME 4	TOTAL	HOCP
1	SQS F SMITH, SUZY Q	150						40	1
2	JAB M SMITH, JOHN A	150						40	2
3	MJJ F JONES, MARY J	130						56	3
4	TAJ M JONES, THOMAS A	180						16	4
5									5

WON LOST

SCRATCH TOTAL

HANDICAP

HANDICAP TOTAL

OPPOSING TEAM CAPTAIN

ENTER TOTAL HOCP FOR EACH GAME

SCOREKEEPER: DO NOT WRITE ENTERING AVERAGE OR EST. IF B. S. AND REPLACEMENTS WITH AN "H" UP CHANGE ENTER POSITION NO. DES.

LeagueMaster will print copies of all the information your league secretaries will need—with extra copies to team captains if you want. You can provide averages, standings, handicaps, statistics for individual bowlers, high games, high series or any other information. Even lane assignments are designated in the printout.

You can also provide incentive information, like honor roll bowlers, "700 Club" members, or any other category you or your leagues would like to create.



And these permanent records are yours as long as you have your computer. So you can mail invitations to this year's bowlers when you start next year's leagues. LeagueMaster will even print mailing labels from the names and addresses in the memory. For the first time, league bowling will be yours to control.

FAST, ACCURATE RECORDS EVERY TIME.

In just a few minutes, LeagueMaster can do a week's record keeping. There are no delays, no arithmetic errors. Once you enter the information in your LeagueMaster, you can be sure that the results will be accurate and complete.

WEEK NO.		LEAGUE NUMBER		DATE		LANE	
20		123		11/18/79		24	
AVG	GAME 1	GAME 2	GAME 3	GAME 4	TOTAL	HDCP	
160						32	
120						64	
180						16	
150						40	
SCRATCH TOTAL							
HANDICAP							
HANDICAP TOTAL							
(SIGNED)						ENTER TOTAL HDCP FOR EACH GAME	

SHADED AREAS - COMPUTER USE ONLY.
FOR AN AVERAGE: IN THE "AVG" COLUMN DESIGNATE ALL DUBS WITH AN "X".
FOR A TOTAL: IN THE "TOTAL" COLUMN ENTER BOWLER ID IN THE "SUBST/REPL NO." COLUMN FOR LANE
SIDE BOWLER'S NAME

YOU CAN START RIGHT AWAY.

Applied Data Communications or one of our authorized representatives will completely install your system and train your operators so you can start using your LeagueMaster as soon as you receive it. The system includes the computer, a terminal with a keyboard and a screen for doublechecking entries or correcting errors, and a printer. LeagueMaster is so compact, it will fit anywhere you could put a desk.

OUR WARRANTY.

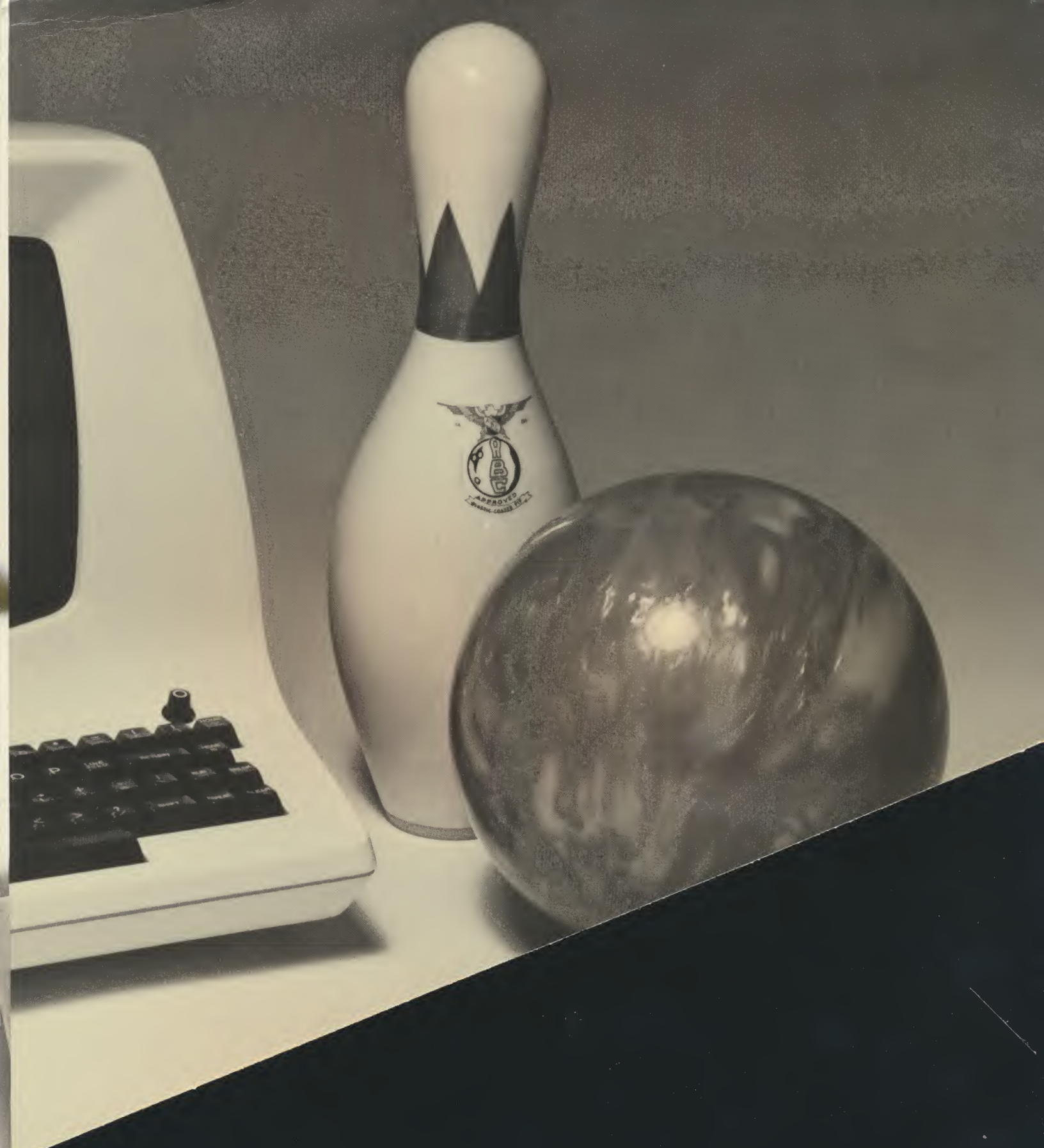
The LeagueMaster comes with a limited warranty covering all parts and labor for 90 days after installation. Field maintenance service is available on either a per-call or a contract basis.

DEPENDABLE.

LeagueMaster was designed for you by a team of experts—bowlers, proprietors and computer professionals. Their research and knowledge ensures that LeagueMaster has the features you need and the performance you'd expect. That means that when you own a LeagueMaster, you own the best. Look to the leader, LeagueMaster, by Applied Data Communications.

LET US INTRODUCE YOU TO YOUR TEAM'S MOST VALUABLE PLAYER.





**With LeagueMaster on your team, you'll find
that bowling is a better business than ever.**

LeagueMasterTM was designed especially for bowling operations by Applied Data Communications, developer of some of the finest computers in the industry for nearly a decade. In fact, even other computer companies depend on ADC as a supplier. And that translates into service you can trust, every time.



It's as simple as ADC

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